



2016/2017

Event: \_\_\_\_\_

Team: \_\_\_\_\_

Division: \_\_\_\_\_

Number of Athletes: \_\_\_\_\_

Date: \_\_\_\_\_

Panel #: \_\_\_\_\_

Day: \_\_\_\_\_

Team Number: \_\_\_\_\_

Version 06.17.16

# BUILDING SKILLS

## \* SCHOOL

### Stunt Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 5.0 4 Different Level Appropriate Skills performed by most of the team

\*L6: L5 & L6 skills will count for L6, however, at least 2 different L6 skills are required to score in High range.

### Stunt Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of athletes execute excellent precision, form & synchronization
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

### Stunt Creativity

- 4.0 - 4.2 Minimal skills incorporate creativity
- 4.2 - 4.4 Less than a majority of the skills incorporate creativity
- 4.4 - 4.7 Majority of the skills incorporate creativity
- 4.7 - 5.0 Most to all of the skills incorporate creativity

Comments:

/5

/5

/5

### Pyramid Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 2 Different Level Appropriate Skills, 2 Structures performed by most of the team
- 4.0 - 4.5 3 Different Level Appropriate Skills, 2 Structures performed by most of the team
- 4.5 - 5.0 4 Different Level Appropriate Skills, 2 Structures performed by most of the team

### Pyramid Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of athletes execute excellent precision, form & synchronization
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

### Pyramid Creativity

- 4.0 - 4.2 Minimal skills incorporate creativity
- 4.2 - 4.4 Less than a majority of the skills incorporate creativity
- 4.4 - 4.7 Majority of the skills incorporate creativity
- 4.7 - 5.0 Most to all of the skills incorporate creativity

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/5

/5

Comments:

BUILDING SKILLS TOTAL:

/30



2016/2017

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# JUMPS & TUMBLING

## \* SCHOOL

### Jump Difficulty

- 4.0 Less than majority of the team performs 1 advanced jump
- 4.2 Majority of the team performs 1 advanced jump
- 4.4 Most of the team performs 1 advanced jump, must be synchronized
- 4.6 Most of the team performs 2 connected advanced jumps, must be synchronized
- 4.8 Most of the team performs 3 connected advanced jumps, must be synchronized
- 5.0 Most of the team performs 4 connected advanced jumps, or 3 connected advanced jumps plus 1 additional advanced jump. Must be synchronized and include a variety.

\* All approaches within the jumps must use a whip approach to be "connected". **BASIC JUMPS:** Spread Eagle, Tuck Jump, etc.  
**ADVANCED JUMPS:** Pike, Right / Left Hurdlers (front or side), Toe Touch, etc

### Jump Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of the athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

### Comments:

/5

/5

### Tumbling Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Less than majority of team performs a level appropriate pass
- 4.0 - 4.5 Majority of team performs a level appropriate pass
- 4.5 - 5.0 Most of team performs a level appropriate pass

### Tumbling Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of the athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

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/5

### Comments:

JUMPS/TUMBLING TOTAL:

/20



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# TOSSES & OVERALL

## \* SCHOOL

(Reminder - No Tosses for Level 1 = Zero)

### Toss Difficulty (Levels 2-6 only)

- 4.0 Tosses are thrown, but none are level appropriate
- 4.2 Less than a majority performs a level appropriate toss
- 4.4 Majority performs a level appropriate toss
- 4.6 Majority performs a level appropriate toss, plus one additional toss
- 4.8 Squad (with or without front spots) performs a level appropriate toss
- 5.0 Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

Squad = The maximum number of tosses that can be thrown during one sequence

### Comments:

/5

### Toss Technique (Levels 2-6 only)

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synch.
- 3.5 - 4.0 Less than majority athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synch.
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synch.

/5

### Dance 4.0 - 5.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, changes, partner work, foot work and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

/5

### Performance 9.0 - 10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

/10

### Routine Composition 9.0 - 10.0

A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas; as well as any additional skills performed to enhance the overall appeal.

/10

### Comments:

LEVEL 1 OVERALL TOTAL:

/25

TOSSES & OVERALL TOTAL:

/35



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Version 06.17.16

# TOSES & OVERALL

# \* SCHOOL WITH CHEER

(Reminder - No Toses for Level 1 = Zero)

### Toss Difficulty (Levels 2-6 only)

- 4.0 Toses are thrown, but none are level appropriate
- 4.2 Less than a majority performs a level appropriate toss
- 4.4 Majority performs a level appropriate toss
- 4.6 Majority performs a level appropriate toss, plus one additional toss
- 4.8 Squad (with or without front spots) performs a level appropriate toss
- 5.0 Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

Squad = The maximum number of toses that can be thrown during one sequence

### Comments:

/5

### Toss Technique (Levels 2-6 only)

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synch.
- 3.5 - 4.0 Less than majority athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synch.
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synch.

/5

### Dance 4.0 - 5.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, changes, partner work, foot work and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

/5

### Performance 9.0 - 10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

/10

### Routine Composition 9.0 - 10.0

A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas; as well as any additional skills performed to enhance the overall appeal.

/10

### Cheer

- 9.0 - 9.2 Cheers that include poor use of motions, skills, crowd effective material and/or props. Poor execution, motion technique and/or voice.
- 9.2 - 9.5 Cheers that include average use of motions, skills, crowd effective material and/or props. Average execution, motion technique and/or voice.
- 9.5 - 10 Cheers that include excellent use of motions, skills, crowd effective material and/or props. Excellent execution, motion technique and/or voice.

/10

### Comments:

LEVEL 1 OVERALL TOTAL:

/35

TOSES & OVERALL TOTAL:

/45